ABSTRACT OF THE DISCLOSURE

To provide a data processing apparatus wherewith the work
volume required to produce game characters is reduced.
The image data processing apparatus is an apparatus for
placing a plurality of polygons at predetermined positions,
based on position information that places a reference polygon
on a screen, applying predetermined texture to the polygons,
and thus producing game character data. The game character
data 200 comprise distance information and placement angle
information for a torso polygon 201, a head polygon 202, wrist
polygons 203R and 203L, and ankle polygons 204R and 204L. A
processor computes the torso polygon based on placement
information for the torso polygon 201 on the screen
(processing routine 1), and computes the head polygon 202,
wrist polygons 203R and 203L, and ankle polygons 204R and 204L
from the distance information and angle information
(processing routine 2).